

First Issue! First New Physical CD32 Magazine For 22 Years!

CD32 *Scene*

**CD32's 25th
Anniversary!**

Full Game On The CD!

Latest Reviews!

Zerosphere CD32!



ISSUE 1

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WORTHY

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RETROGAME PUBLISHING
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MAIN FEATURE



25 YEARS OF THE AMIGA CD32

Take a look back at it's short lived commercial life, from the launch, to why the failure of Commodore was not down to the CD32.

08

EDITORIAL

Welcome to the very first issue of what i hope will be many, exclusively covering the old girl, that was the Amiga CD32 console.

We all loved reading the old magazines, and playing the latest cover discs back in the Amiga's heyday. I hope to reinstate some of that love and nostalgic feeling with this new physical publication.

I hope you enjoy the mag! Until next time!

AmigaJay

INTERVIEW



Exclusive Interview with
Martyn Brown, Ex-Team
17 General Manager.

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BONUS VIDEO!



My favourite CD32 demo discs back in the 90's were the trio of Amiga CD! cover discs, not only did they have the usual game demos and PD games, but they went the full hog with reviews, music, and at the time, legendary video editorial!

Not one to miss out on such an opportunity, i contacted Ashley Cotter-Cairns the video editor star of Amiga CD! Magazine and he very kindly recorded a one-off video for this very magazine, sadly no sign of his Hawaiian shirts!



FULL GAME



Lumberjack Revision (Cobe/Koyot)

Protection Code = 11



Hold upon loading game
to play C64 original.

Right Chop

PLAYABLE DEMO



Heroes Of Gorluth (AM!worx)



PLAYABLE DEMO



Zerosphere (Poly-Play)

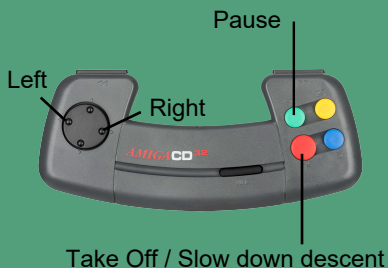
Controls can be changed to use either red or up for jump and up or blue for squint.



PD GAME



Bomb Jack Beer Edition (mcgeezer)



To make sure the high score is saved on your CD32, select 'End Game' on the main menu when finished playing.

PD GAME



Alco-Copter v1.0 (Flashtro)



NB - To enter your name you need a keyboard, though high-scores are not saved to NV-RAM.

CD32 NEWS



LUMBERJACK REVISION



You should have noticed the exclusive full version on the cover of Lumberjack, 'Revision' is essentially an updated Lumberjack Reloaded that has some really nice features that have been added since its release, these include;

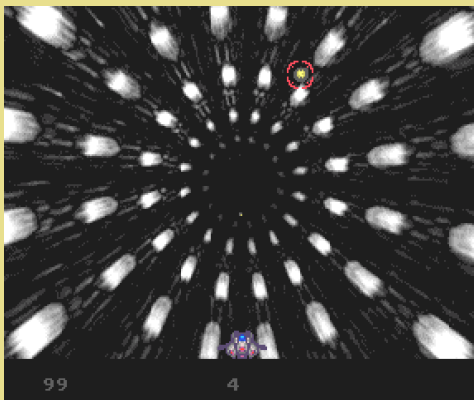
CD Audio - mastered mod that accelerates slowly as you progress accompanied with ambiance sfx's. Added levels (years, spring, winter, alternating reloaded gfx and xmas gfx). So now game has an end. At the end of every level at the top of the tree there's a hedgehog. Added screen shake when you're chopping drunk. Added a bee that can stunt you for a few seconds if you don't avoid it. Starts appearing from level 3 in hard mode.

Those who want to, can still support the developer by buying the really cheap original boxed version with all the goodies that are exclusive to that one, check the review for all the details of where to buy in this very issue.

SVLCVSS MMXVIII

After finishing off Lumberjack Reloaded for the CD32 last year, its developer 'Cobe' has been hard at work on his next game, currently entitled '**SVLCVSS MMXVIII**'

I had a quick play of a preview build, and its shaping up to be a nice little game in the 'Tempest' style, except the whole screen rotates instead of just your ship. No promise of any release yet as it's still in a very early state, but one to look out for in the future.



PIKO INTERACTIVE LIMBO

Jim Power, Pinkie and Indigo have been down for a physical CD32 release by Piko Interactive who aquired the rights to the games a few years ago.



So i contacted them to get an update on their whereabouts, their response being, that they haven't been able to find anyone reliable enough to get the games 'production ready'. So if you have the skills or know someone that does, please contact them on their Twitter or Facebook pages.

ZEROSPHERE JOINS THE PHYSICAL PARTY

The latest game to be announced for a physical CD32 release has arrived, 'Zerosphere', you may have heard the name before as it was released as a PD game a couple of years ago. This updated version has more levels, more items and for CD32 owners, more buttons support and NV-RAM saving for high scores!

Poly-Play will be publishing the game, in a standard jewel case version with 12 page manual, or a collectors edition, with the above, along with large box with slipcase, sticker, poster, Yo-Yo, and SD card with digital version and MP3 soundtrack.

It's coming out sooner than you think (or now depending on when you read this!) as the release date is set for the 20th August 2018. Expect a full review next issue!

CD32 GAME RELEASE DATES

The following are so far what have been scheduled for a physical CD32 release, any dates are subject to change.

Poly-Play

Zerosphere - 20/8/18

RGCD

Power Glove - Q3-Q4 2018

Tiger Claw - Q3-Q4 2018

PixelGlass

Alar City - Late 2018

Worthy - Out Now!

Publisher TBC

Scourge Of The Underkind - Late 2018

APC&TCP

Reshoot-R - Late 2018

AMlworx

Heroes Of Gorruth - Dec 2018

Piko Interactive

Pinkie - TBC

Jim Power - TBC

Indigo - TBC

FEATURE - 25 YEARS OF THE CD32

The Amiga CD32, the last Amiga born to the world on 17th September 1993 with a lavish launch party in the UK, reactions were good, media were invited, big name celebs like Chris Evans helped promote the machine, it was much more exciting launch than the A1200 had the year before, and finally improvements could be seen for Amiga gamers, CD Audio, a controller with more than 2 buttons! No more dreaded disk-swapping, faster loading (31k/sec of a floppy disk vs 300k/sec of the double-speed CD drive inside the CD32), and games with SFX *and* music at the same time, many things Amiga owners had dreamt of for a few years were finally becoming reality!



The launch wasn't without problems though, there was hardware in the shops, but the lack of games was the biggest issue, not just any games but exclusive or CD only games in general. 18 games were promised for the launch window, and 70 by Christmas, in reality these number were only a handful at launch, and around 25 by Christmas.

1994 started out well for the console though, with the much awaited FMV cartridge coming out around February, followed by games that would appear on the CD32 first, Liberation, Guardian and Roadkill, all great games and started making people start to take notice of the machine.



The CD32 was making headlines software sales wise too, what with achieving 55% of the CD-ROM games market in the UK in Q1 1994, incredibly outselling the Philips CD-i, Sega Mega CD and PC CD-ROM sales combined, the charts frequently had 7 or 8 CD32 games in the top 10 at any one time!

Of course by April 1994, the announcement of Commodore going bankrupt and put into liquidation effectively killed any new games that would require alot of work or investment being completed and released, at least until the situation was sorted and new CD32's rolled out the doors.

At least that's what most of us thought would happen for a year and half, by the end of 1995, even the most ardent fans knew no savour was coming for the console, and all those CD only games would never see the light of day. But even with all the disappointment over those two years, we still had loads of great games, and when you look back at a machine that only had 100,000 machines manufactured, the amount of games and software it received was incredible (more of those numbers over the page).

NOT JUST GAMES

Unlike other consoles released the same year, namely the Atari Jaguar and Sega Mega-CD, the CD32 had a lot more to offer than just games.

Number wise just taking Europe into account, the Jaguar had just 49 games released + 13 Jaguar CD games if you bought the CD add-on as well, the Sega Mega-CD had 114 games, the CD32 had 158 games. But as well as games, the CD32 showed its worth with upto 96 compatible CDTV discs depending if you owned a mouse or keyboard, and well over 50 discs of various demos, PD games and Encyclopedias, the range of software was big, and that wasn't taking into account the thousands of Amiga games and programs you had access too if you expanded the CD32 into a full computer!



The CD32 was well catered in the magazine department too, as well as most of the Amiga computer magazines covering CD32 news and releases, there were also 3 dedicated magazines (Amiga CD!, Amiga CD32 and CD32 Gamer, the latter lasting upto April 1996).

And being an Amiga product owner, we made the most of what it was, a great CD games console that could play Audio CDs, Video CDs, CD32 & CDTV software, along with being upgradable to being a full Amiga computer with keyboard and floppy disk drive, it certainly made me glad i didn't buy a competing console at the time, the CD32 was a much better served console for many years after with its ease to expand and choice of software.

THE COMPETITION

Back in 1993 there wasn't many CD based consoles on the market, and the ones that were weren't cheap, the main competitor was Sega's Mega-CD, the add-on itself was a hefty £279.99 nearly the cost of the CD32, but factor in the price of a Megadrive which at the time was £129.99 took this to nearly £410 combined.

Philips CD-i was still plodding along, with Philips ploughing money into the dead horse like there was no tomorrow, totalling over a billion dollars! In 1993 the CD-i had been reduced from its original price of £699.99, but it was still an eye-watering £499.99.

The other CD consoles out at the time, the PC Engine TurbografX and FM Towns Marty were never released in the UK, and the Panasonic 3DO wouldn't arrive on these shores for another 12 months and for a maligned £399.99, the Atari Jaguar CD add-on wouldn't arrive until late 1995 and had a paltry 13 titles released across its year on the market.

This evidence at the time was the CD32 was good value for money, what with taking a redesigned £399 A1200 motherboard, adding a (not cheap at the time) double speed CD drive, a worlds first for a CD console, and putting it all in one package for £299 was good going, especially in the situation Commodore were in at the time.

CD32 NOT TO BLAME

To celebrate the Amiga CD32 i want people to understand why Commodore failed, and despite popular opinion, its not because of the CD32...

The story goes back a couple of years, and Commodore were hemorrhaging money left, right and centre, and had debt up to its eyeballs through mis-management and poor business decisions.

One of the last major bad calls was dropping its best selling A500/+ system, which in 1991 sold over a million units, for a more expensive but equally specced A600, which all being said and done was the same system without a numeric keypad, but being built on cheaper components people expected a lower price on launch but instead received the opposite, thus in turn confusing consumers know not knowing which to buy, and many then opting out of the confusing situation.



This despite being a bad call in itself, wasn't the worst to come, Commodore then decided to ditch the new A600 computer 6 months after launch, despite it starting to sell quite well when it was finally dropped to £299 later in the year, instead putting all focus on the now sole budget A1200 Amiga, but Commodore without foresight didn't manufacture enough A1200 units for launch, only shipping 44,000 before the end of 1992, a paltry number for the so called successor to the most successful 16-Bit computer in that sector, and having discontinued the A500/+ and A600 the same year, it effectively killed off the Amiga brand by the end of 1992 in two foul swoops.

1993 of course still came, and Commodore were now panicking big time, consumers still wanted a cheap sub £300 OCS Amiga with thousands of well known games, but the only option for some was a £400 AGA machine that had compatibility problems with older software, a handful of AGA only games and hardware that wasn't in enough retailers to achieve enough sales to clear the mounting debts, the writing was on the wall even before the CD32 launched.

By the time of actual launch of the Amiga CD32 in September 1993, the state of Commodore was in disarray and was scraping the coffers to put together 100,000 units for the European launch, we now know its chances of survival were slimmer than slim, regardless of its performance.

Continued...

CD32 NOT TO BLAME cont...



Vapourware 'Walker' Amiga

But little did new or prospective owners know, no new machines would ever be produced for Europe after that initial run, and even the machines manufactured for the US launch due in Feb/Mar 1994 were seized by the Philippine government due to a non-payment of patent royalties which Commodore refused to pay. It was now game over, the mess of selling the Commodore IP resulted in an even more incompatible A1200 from Escom, no new CD32s were promised, and more vapourware Amiga machines that would never see the light of day, the ending of Commodore and the Amiga couldn't have been any worse for its owners and supporters.

And so clears up the general mis-conception that the CD32 brought about Commodore's downfall, when the truth points to some majorly bad decisions in the latter half of 1991, and 1992 in particular, which played a massive part in their own demise long before the CD32 was even launched.

FULL MOTION VIDEO

Long before Blu-ray or even DVD, there were 3 main video formats, VHS still leading the way in the industry by a country mile, Laserdisc, a format that been around since the 70's, had a niche fanbase, but it wasn't cheap and it only mainly appealed to movie buffs with the cash to splash.



The other format, which was the new kid on the block, named 'Video CD' a new digital format coming on the same 12cm discs as audio CD's. Invented by Philips, Sony, Matsushita and JVC, the format was finally finalised in 1993 after a couple of years of problems, Philips being part of the group were naturally first to bring out a 'FMV' cartridge for their much delayed CD-i multi-media machine.

Commodore were true to their word and next to follow, releasing their own FMV cartridge for the CD32 in Jan/Feb of 1994, it was to be the last piece of hardware to come out of their doors, estimates of only 1000 units made are unconfirmed, but it would go on to explain the extreme rarity of the device.

CD32 CONSOLE BUNDLES



Launch Bundle

Launch Date: 17th Sep 1993 **R.R.P:** £299.99

Contents: Diggers / Oscar (Contains the A1200 disk version of Oscar as Flair didn't make the deadline to finish the CD32 version in time).

Retailers: Most retailers were selling for £289.99, with the cheapest at the time being £285.

Dangerous Streets

Launch Date: Nov 1993 **R.R.P:** £299.99

Contents: Dangerous Streets / Wing Commander / Diggers Oscar (the full version with extra levels and CD Audio).

Retailers: Were selling for £289.99, with the cheapest at the time being £285. Special Reserve dropped it to £259.99 just before the new bundle came out in Mar 1994.



Spectacular Voyage

Launch Date: Mar 1994 **R.R.P:** £299.99

Contents: The Chaos Engine / Microcosm / Dangerous Streets / Wing Commander / Diggers / Oscar

Retailers: Again retailers were only taking £10 off the RRP, though Special Reserve were selling at £279.99 from launch, and by May they had reduced it to decent £230.

Critical Zone

Launch Date: Oct 1994 **R.R.P:** £249.99

Contents: Microcosm / Liberation / Cannon Fodder Project-X / Ultimate Body Blows / Diggers / Oscar

Retailers: Silica had it for £239, whilst Special Reserve were selling it for £230 from launch, by May 1995 it was £179, Dec 1995 to £139, and May 1996 to its final low of £119.



CD32 IN NUMBERS

100,000

The number of Amiga CD32's produced by Commodore



Number of games released between 1993-1998 for the CD32 (not including PD games compilations)

159

55%

Total market share of the UK CD games market the CD32 had in early 1994. Outselling the Philips CD-i, Sega Mega-CD and PC CD-ROM combined!



17/9/93

The Official European launch date

The highest number of games released by one publisher (Team 17)

11

\$10,000,000



The amount Commodore International owed for patent infringement to Cad Track

Games that use the FMV cartridge (Cannon Fodder intro)

1

Highest price for a retail CD32 game (Micro cosm)

£44.99

87

The original CD32 release date before being delayed

20/8/93

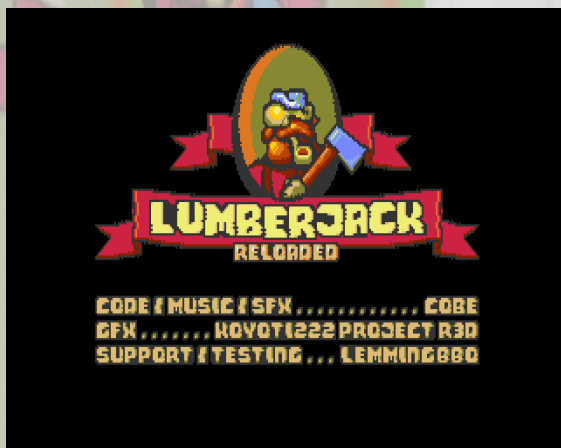


The number of CD32 games with CD Audio

3



Joypads made by different manufacturers to support all CD32 buttons



Lumberjack Reloaded for the Amiga CD32 comes in a nicely designed DVD case. It is packed with a beautifully designed CD, a printed manual and a floppy disk with the game on it. In addition, a fridge magnet is included. A really neat package!

The game welcomes us with a little accordion tune - very catchy! No wonder - it's the famous "Lumberjack Song" by Monthy Python.

The origin of this game is "Lumberjack" on the C64. The game is as simple as it is addictive: you chop slices out of a tree. With every slice out the branches are getting closer and closer to our lumberjack. And they better not hit you! Every now and then there are small bonus items, which makes the game more varied.

What is most important apart from graphics and music - which do a marvelous job here - are the simple controls. They are intuitive and precise.





Similar to most mobile games, the controls are very basic. You can switch Lumberjack from left to right of the tree and back. Sounds easy, right? It is not!

After every chop the descending timeline stops for a little moment and gains a little bit of new time. If the time is up or a branch hits the head of our main sprite the game is over.

So exercise and speed are the key elements of this nice game. And you will find yourself trying to get better after every Game Over screen again and again!

The game has a high score table (which saves to the CD32 NV-RAM and takes up 5 blocks), nice graphics, catchy music and a fast and addictive gameplay. So you can't go wrong with this one.

A real little gem, which even works great on birthday parties. Trust me :)

Martin Ahman

Second Opinion:

I enjoyed the game as its very addictive when you first play it for a few days, though I'm not sure how often i would return to it, but at least its very cheap!

Trevor H.

6/10

Developer: Cobe/Koyot

Publisher: Amiga.net.pl

Released: July 2017

Where to buy?: www.amiga.net.pl

Price: €6.00

- + Cheap price point
- + High-score saving
- Basic gameplay
- Long-term replay value?

Rating

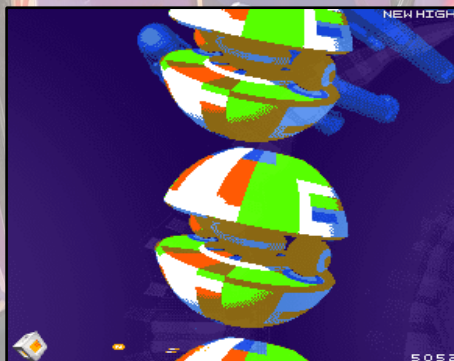
8/10

RESHOOT

REVIEW

The first thing you notice when you receive this game is the game package, it's very professional, it comes in a DVD style box (I would have preferred the traditional jewel case for CD32 games, but seeing it's such a high standard they can be forgiven!).

The disc is professionally printed as mentioned above, and it also comes with a great looking 16 page manual/mini magazine, it even smells like an old manual, not that I'm addicted to smelling game manuals I hope you understand! More that it has been printed to a high standard and not on the next doors Epson printer! The booklet also contains the coders history and memories of writing the game which is a nice touch too.

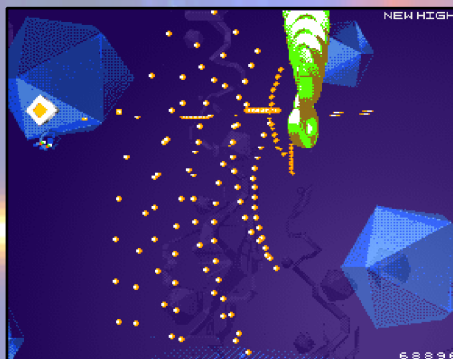
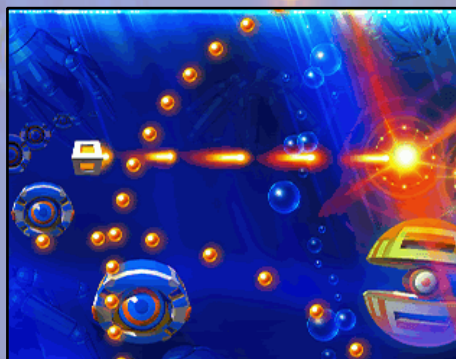


First things first, the game is not for softened gamers used to multiple lives and continues, this is hardcore 90's style gaming, you get one life, that's it, no life bar or continues, this is something we aren't used too nowadays, but it certainly gives it that retro arcade feeling.

The enemies have a satisfying 'crunchy' explosion which is always a plus in my book, especially in a game where that is all you will be doing is destroying the opposition, whilst movement of your ship is fluid enough, sure it could have been faster, but then the enemies would have had to been sped up to compensate, I think the compromise is pretty accurate, considering how many times I have been playing this over the week. Sure it's different, but not to the point where in some games you think 'this is impossible' it puts you off playing, where as here every time I have died I know I could have avoided death in some way.

Graphically, I personally like the look, the rotating player cube looks really good and well animated, the movement of enemies is smooth and animate very well too. I'm glad they managed to get a layer of parallax in there, albeit at the expense of a few more colours from an earlier demo. Again other compromises have had to be made in reduced colours to keep the game at 50fps, but the amount of bullets later on is incredible in an Amiga game!

Musically the game has a decent track on the main menu that I'm listening too whilst typing this, toe-tapping stuff, its hardly Tim Wright or Chris Huesbeck, but it's not bad. In-game wise it's not quite on the same league, think of it more as 'extended SFX' with the in-game 'tune' changing with the tempo of the game, which may irritate some as the game progresses.



Summing-up the whole package, I feel the omission of a pause button and high score save are a let down, which is shame for a game which is purely based on attaining high scores.

As you can probably tell I have enjoyed the game, its fun to play and addictive to boot, of course it's not perfect, the retail price is a little high, with postage it comes out around £27 for the UK, which is comparable to commercial CD32 titles back in the day, and thankfully this has been reduced recently from the original price of €34.95, but I do appreciate the professional disc and manual this comes with, I think they have done a great job here, and wish others would support developers like Richard Löwenstein in making more professionally made CD32 titles. AJ

Second Opinion:

Technically it's well done, the game though is pretty boring and slow to play, if the price was a *lot* lower then i might recommend it, but not at this price.

Trevor H.

5/10

Developer: Richard Löwenstein

Publisher: AMLworx Software

Released: August 2016

Where to buy?: amiga-shop.net / vesalia.de / amigashop.org

Price: €23.95

- + Addictive & fun to play
- + Nice smooth 50fps action
- No pause
- No local high score save

Rating

7/10

WORTHY

REVIEW



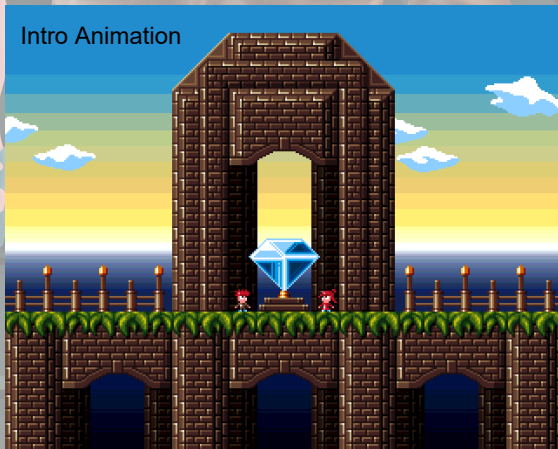
A main menu is then presented (above) giving you options to play through from the start or restart from the last completed level.

Game blurb from the box;
50hz, Amiga 500 optimised!
40 action packed levels!
Mind bending puzzles!
Superb 32 color pixel art!
Catchy tunes, lovely music!
Punchy, vibrant SFX!
Multiple endings!

The first physical CD32 game of 2018 has finally arrived! After a few months delay from the original early 2018 projected release date, has Worthy been worthy of the extra wait?

Upon loading, you are greeted with a sweet little animation (below) showing the games sweethearts and what the love of your life will require to keep her sweet after it got stolen by the evil Malek! (hint: its not the confectionary type!)

Intro Animation



You play as 'Aldo' and must go round each maze to find the girl 'Ruby', *but* you need to have collected enough diamonds as the indicator on the top right of the screen shows, otherwise she will shake her head in disgust and refuse you to exit that level, the ungrateful little madam!

The game is far from being just a straight-forward Pac-Man style game as the screenshots may indicate at first glance. The game requires more logical thinking of how to complete a level, rather than go gung-ho through the maze which will result in death in 99% of cases.

Collecting weapons for example will be required to kill the enemies with, swords require good timing as you only get one swing per item collected.

Other features during levels include weapons firing from the walls to help kill the baddies that are triggered by touch pads on the floor, but be careful you're not the one in the firing line after you step on one!

Of course the game still also involves being chased around the maze when you have no weapons, the enemies will follow you until their last breath, but with a bit cunning movement you can gain a few extra seconds by leading them up the garden path so to speak.

Other features you will notice as you play are green bottles, which are extra lives, there is a time limit



on each level, but this is only used for bonus points, you can take your time if points ain't your bag baby!

Whilst handy levers on the walls can open sections needed to get more diamonds, though these are often behind another wall that needs opening or has an enemy guarding it to make sure its not going to be easy!



PIXELGLASS
GAMES

Onto the audio of Worthy and the most controversial part for me, i will just come out and say it, I do not like chip tunes!, they are 8-bit music for computers who don't have the capabilities for anything better, and you can include the Atari ST in this statement!

The Amiga is alot more capable as most of us know with the thousands of great tunes out there and it does not push the Amiga audio capabilities in any way.

Of course saying all this, i don't mean any disrespect to the musician that's just my opinion on the music, as a couple of the tracks are quite catchy and no doubt they had a limited to size they had to fit the tunes into, but so did countless other Amiga games in the past, and as far as Amiga tunes go they end up irritating more than being an enjoyable part of the game because of the 'plinky plonky' sounds.

But i won't dwell on the music too much as its far from a deal breaker in itself, and if you enjoy chip tunes then you have no issues!

Graphically the game as far as maze/puzzles games could get is very good, the choice of colours is used very well giving everything a vibrant and stand out look.

Everything animates smoothly too, the artist has done a nice job keeping everything running at a smooth framerate and therefore more playable when quick movement is required.



CD32 owners don't get totally left out with extra's, Pixelglass have added support for a pause button, and both saving of your progress, and high scores into the consoles NV-RAM catered for! (The save itself will take 18 blocks in space). Thankfully, the progress save as mentioned, remembers how far you got to, so you don't have to replay every level, you can choose and restart from the last level you got to, but your score will reset to zero making it harder to achieve really big high scores, but on the other hand, at the least those levels are cleared!



Although originally they did mention off the cuff it was going to be a budget release, but it turns out its only 3 euros less than the full price upcoming Alar City for the same boxed version, so not quite the budget bargain we were all hoping for, but if money is tight at least the digital version is available.

Speaking of which, the game itself can be bought in a number of ways;

Digitally for €9 (£7.90), to download and burn to disc yourself or play on an emulator.

DVD cased version with manual (includes digital version) for €19 (£16.70).

There is also a **big box version** for those who have ample space for such a thing! for €23 (£20.20).

Wrapping the review up, the game is pure gold, taxing, frustrating at times, but overall great fun and plays well! And regardless that the music irritates me, its still the best physical CD32 game to come out for two decades, go buy it and support the developers to make more! AJ

Second Opinion:

Finally a decent game to get my teeth into! Loved really thinking how to play out each level, sure it gets pretty hard but its fun too! Recommended!

Trevor H.

9/10

Developer: Pixelglass Games

Publisher: Amiga.net.pl

Released: June 2018

Where to buy?: <https://amiga.net.pl/>

Price: €9-23

- + Fun & challenging game!
- + Colourful and well drawn graphics.
- Music is very 8-bit sounding!
- Steep difficulty curve?

Rating

8/10

PIXELGLASS
GAMES

Amiga CD32

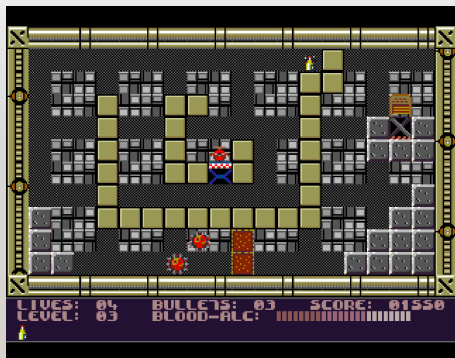
PD SCENE

The best public domain offerings from the last couple of months.

Alco-Copter v1.0

I guess the developer likes a drink and helicopters, so what better than to make a game combining both!

The result is 'Alco-Copter'! You control your little helicopter through 30 challenging levels. The object of the game is to pick up bottles and take them to the exit point avoiding obstacles along the way.



Overall its a nice little PD game, fun on the easier levels, soon turns to frustration as it becomes pretty hard for the average gamer. I would prefer it if the levels progressed in a much better difficulty curve for players to enjoy more of it.

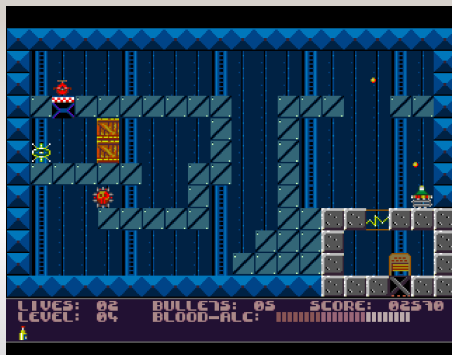
Try it yourself and see how far you can get, the game is on the cover disc!

7/10



You have a health bar that deplets if you touch the sides of the scenery, which can be very easy to do as flying the helicopter needs constant adjustment, and getting stuck on a block means a life lost.

You also have a set number of bullets per level, bullets can be used to shoot boxes to enable passing through to other parts of the level.



Bomb Jack Beer Edition

Really decent public domain games are few and far between, but every now and then a real gem turns up, and this is one of those moments.

Not being satisfied by the lackluster original Amiga port by Elite in 1988, programmer 'mcgeezer' set about quietly updating it in 2017, before first announcing his intentions at the start of this year, the final build was finished in May.

Not one to miss an opportunity, CD32

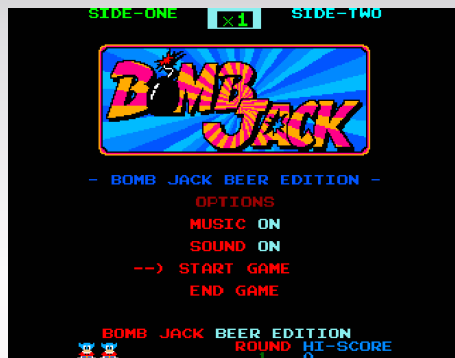


the arcade, sfx are decent, not quite matching the arcade quality, but again are still an improvement, and you couldn't really ask for more from this.

In summary, this is one of the finest PD games for many years on the Amiga, and a fantastic port of the arcade classic to boot.

Don't just take my word for it, I've included it on the coverdisc for all CD32 owners to play!

9/10



Scene Mag contacted the developer and asked if it were possible to include a pause and high score save to NV-RAM to enhance an already fine game, and within a couple of weeks he duly obliged, so a big up to mcgeezer on behalf of all CD32 fans for the extra love and time for the extras!

On to the game itself, the original by Elite was very poor, had slow movement coupled with badly drawn backgrounds, this new version, has much improved speed making it much more playable and therefore more enjoyable.

Whilst the visuals are near pixel perfect to



INTERVIEW

With Co-Founder and Ex General Manager of Team 17

MARTYN BROWN

CD32 Discography:

Alien Breed '92 SE / Qwak (1994)
Alien Breed : Tower Assault (1994)
Arcade Pool (1994)
Project-X SE / F17 Challenge (1994)
Superfrog (1994)
Ultimate Body Blows (1994)

All Terrain Racing (1995)
Alien Breed 3D (1995)
Kingpin : Arcade Sports Bowling (1995)
Super Stardust (1995)
Worms (1995)

FACT: Team 17 were the biggest supporting publisher of the CD32 with 11 discs released.

TEAM 17



CD32 Scene - When was the first time you heard about the CD32 and what was your initial reaction?

MB - We were invited down to the UK offices and they presented the device to us there. It always amuses me that there was a pause when the tea lady went out before they showed us the joypad. I think my reaction at the time was so so, it didn't feel enough of a move from the A500/A1200 and I couldn't see it really competing with the other consoles that were coming at the time. I think it was essentially a little late in the Amiga's life. I could understand what Commodore wanted to do and to revitalise the Amiga sector, I just think the CD32 was hard pushed to be the saviour.

CD32 Scene - Were you told by Commodore about the capabilities 'possibly' being more than they were with the C2P 'Akiko' chip and what that was capable of?

MB - At the time not so much, we basically considered it an A1200 with a CD drive and audio possibilities.

CD32 Scene - What made you consider supporting the CD32 in the first instance? Was it more the ease of converting existing Amiga games or the excitement around CD based consoles at the time?

MB - We were already working on different formats and didn't believe we could do anything for the CD32 as a stand alone.. We decided to repackage some existing titles, add CD32/ A1200 features and check the performance of the device at retail.



Team 17's early CD32 games were just A500 versions chucked on a disc, but did you know they originally were planned to be sold individually for £14.99?

CD32 Scene - Did you have any support from Commodore at the time regarding development kits, CD-ROM building software, other contacts etc

MB - Amiga were very helpful and supportive, they needed the CD32 and A1200 to be big successes.

CD32 Scene - In general how good were CD32 sales and what was your best selling CD32 game?

MB - I'm not sure what our best selling title was, I do know that the unit struggled to become high profile unfortunately and as a result we didn't make CD32 exclusives.

CD32 Scene - Were license royalty's still paid to Commodore (UK) after the bankruptcy that you know of?

MB - Sorry I'm not aware of that.

CD32 Scene - What feature(s) would you added or taken away if you had a chance to re-launch the console bearing in the mind the cost would have to be the same?

MB - I didn't like the controller and the technology in the unit meant that the CD32 became pretty dated pretty quickly. I'm not sure what I would have done, it was perhaps a throw of the dice at the time.

CD32 Scene - What CD32 game that wasn't yours were you most impressed with?

MB - Everyone talked about CD32 games with interactive full rendered movies, to me that wasn't really what I'd call a game so it was less interesting for me at the time.



Alien Breed 3D, final and beta versions side-by-side.

Would the game have benefitted from being designed for the Akiko chip in mind?

CD32 Scene - Is it true Alien Breed 3D didn't use the Akiko C2P chip as it was designed using a copper chunky method? and would it have helped the CD32 version if it was designed for C2P using Akiko?

MB - I'm not sure of the technicalities at the time, it was a straight drop of the A1200 code. The code could only really be improved by sheer mathematics force and we supported dedicated processors for that. The likelihood of low sales really prevented us from taking a long time to really make the CD32 any significantly different from the A1200.

CD32 Scene - How close to release were some of your cancelled CD32 games?, obviously they were build with the A1200 in mind too, but was there plans to add CD audio and rendered intro's like a few of your other releases at the time?

MB - I have to say that at the time, we focused on the gameplay more than anything and CD Audio and rendered sequences just didn't cut it for us.



Pussies Galore, Final Over : Arcade Sports Cricket, King Of Thieves, just 3 of Team 17's canned CD32 games.

Thanks very much for your time Martyn.

(The responses in this interview are from Martyn himself and not the views of Team 17)

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A-Z OF CD32 GAMES



The CD32, mostly renowned for having Amiga ports, but what people don't realise, is a chunk of these games were released at the same time as the AGA or OCS disk version therefore not strictly being a 'port' at all, more a dual release across formats.

As well as those games, the CD32 had its only selection of exclusive games, and AGA only games, where no AGA disk version was released.

This guide goes through every CD32 game release, with details on everything from price, to enhancements, with ratings on the original game to a final rating based on the overall CD32 package being worth the money.

This Issue it's the turn of these games;

Akira
Alfred Chicken
Alien Breed 3D
Alien Breed : Tower Assault
Alien Breed'92 SE / Qwak
All Terrain Racing
Amiga CD32 Sports Football





Akira

Game Type: Multi Film-License

Developer: In-House

Publisher: ICE

R.R.P's: £29.99 (CD32) / £24.99 (OCS)

Release Dates: Mar 1995 (CD32) / Mar 1995 (OCS)

Media: 1 CD (CD32) / 3 Disks (OCS)

Packaging (CD32): Big Box + Jewel Case (No Cover)



CD32 Extended Cutscenes



CD32 In-Game

Long after Commodore went bankrupt and the writing was on the wall for the Amiga and CD32, people were desperate for new software, 'ICE' thought they could cash-in on those poor suckers with Akira, an awful attempt of combining a film licence with multi-themed level game, ICE really did more damage to the CD32 than good, the only actual extra the CD32 got was the cut-scenes being animated compared to being static.



CD32 Extras: 3/10

CD Audio	☐
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☐
Intro / Cutscenes	☒
Released 1st / Dual	☒

Game Verdict

2/10

Score as a game on its own merits (Amiga OCS)

The difficulty level stops this game becoming any sort of fun, even if the game was fun to begin with, which its not!

Overall score as a CD32 game
(with score of extras averaged in)

One of the worst Amiga games in a long time, and one that sadly received a CD32 version to bring more shame to our beloved console, avoid this car crash of a video-game!

2.5/10



Alfred Chicken

Game Type: Platform

Developer: Twilight

Publisher: Mindscape

R.R.P's: £25.99 (CD32/OCS/AGA)

Release Dates: Oct'93 (CD32) / Sep'93 (OCS) / Oct'93 (AGA)

Media: 1 CD (CD32) / 1 Disk (OCS) / 2 Disks (AGA)

Packaging (CD32): Digipak Case



CD32 Version



Amiga OCS Version

Some nice parallax backgrounds for the AGA releases gives more colour and depth as seen in the screenshots above, but in general the graphics are basic with little way of animation and detail. The CD music is decent, full of upbeat tunes and always welcome in any CD game, but like the original Amiga tunes they soon wear pretty thin and soon become part of the annoyance along with falling off a ledge!



CD32 Extras: 5/10

CD Audio	☒
Extra Levels/Features	☐
AGA Enhancements	☒
CD32 Pad Usage	☐
Intro / Cutscenes	☐
Released 1st / Dual	☐

Game Verdict

7/10

Score as a game on its own merits (Amiga OCS)

A fun child friendly platform game thats not without its flaws and annoyances, and the music will easily grate on your nerves!

Overall score as a CD32 game
(with score of extras averaged in)

Whilst the AGA enhancements are nice, and the CD soundtrack adds a little more to the game, it still comes down to only slightly above average platform game that doesn't push the CD32 in any way.

6/10



Alien Breed 3D

Game Type: FPS

Developer: In-House

Publisher: Team 17

R.R.P's: £29.99 (CD32/AGA)

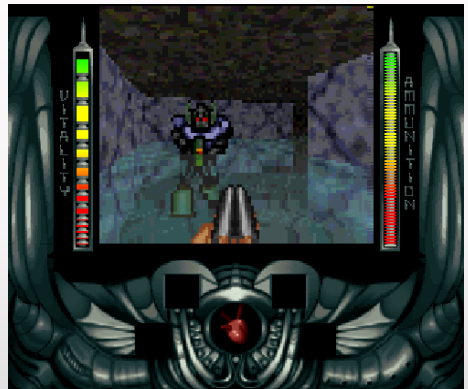
Release Dates: Nov 1995 (CD32/AGA)

Media: 1 CD (CD32) / 2 Disks (AGA)

Packaging (CD32): Big Box + Jewel Case



CD32 Version



CD32 Version

We are under no pretences that the CD32 can pull off a full screen Doom clone at 30fps, whilst Gloom has the upper hand at being slightly faster and has more screen size choices, Alien Breed 3D is closer to Doom in design and in the way of stairs and lifts. The real downer is the framerate which has been comprised to achieve the advanced visuals, I'm also pretty sure the Akiko chip criminally wasn't used to speed things up for CD32 owners!



CD32 Extras: 8/10

CD Audio	✓
Extra Levels/Features	✓
AGA Enhancements	□
CD32 Pad Usage	✓
Intro / Cutscenes	□
Released 1st / Dual	✓

Game Verdict

6/10

Score as a game on its own merits (Amiga AGA Stock)

Alien Breed 3D delivers to some extent, but lets not fools ourselves, it needs fast-ram and a faster CPU to get the most out of it.

Overall score as a CD32 game

(with score of extras averaged in)

Team 17 have done CD32 owners proud with the machine being used to the max, CD audio, extra levels, and full pad support. Sadly the framerate issues are too much for stock CD32 owners. Add a point if you own fast-ram through an SX1/SX32.

7/10



Alien Breed - Tower Assault

Game Type: Overhead Shooter

Developer: In-House

Publisher: Team 17

R.R.P's: £29.99 (CD32) / £19.99 (OCS/AGA)

Release Dates: Feb 1995 (CD32) / Nov 1994 (OCS/AGA)

Media: 1 CD (CD32) / 3 Disks (OCS/AGA)

Packaging (CD32): Big Box + Jewel Case



CD32 Intro



CD32 In-Game

The CD32 version like most ports was released after the disk versions, though at least some extra's were on the disc to make the wait worthwhile, a 7 1/2 minute long intro being one! Which might seem old hat nowadays, but back then extras like this made the CD32 worth owning! For those skilled gamers a similar CD32 only ending animation is a bonus too. Also included on the disc is the complete Alien Breed II game too.



CD32 Extras: 6/10

CD Audio	☐
Extra Levels/Features	☒
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☒
Released 1st / Dual	☐

Game Verdict

8/10

Score as a game on its own merits (Amiga OCS/AGA)

The Alien Breed games got tougher as the series went on, this improves in many areas and ends the overhead series on a high.

Overall score as a CD32 game
(with score of extras averaged in)

The CD32 port has full pad support which makes playing alot easier, the intro is a nice talking point too, though its a bit cheeky Team 17 asked £10 more than the disk versions just because it added the 18 month old Alien Breed 2 on the disc.

7/10



Alien Breed'92 SE / Qwak

Game Type: Overhead Shooter / Single Screen Platformer

Developer: In-House / Jamie Woodhouse

Publisher: Team 17

R.R.P's: £24.99 (CD32) / £10.99 + £12.99 (OCS)

Release Dates: Apr 1994 (CD32) / Nov'92 + Nov'93 (OCS)

Media: 1 CD (CD32) / 2 Disks + 1 Disk (OCS)

Packaging (CD32): Jewel Case



CD32 Version (Alien Breed'92 SE)



CD32 Version (Qwak)

Bar Alien Breed having CD32 pad support these are basically 'shovelware' games on 1 disc, no changes have been made, and at nearly a full price release there is no excuse for either something extra added or more games in the package for your money, simply put, as it stands this is not worth more than £15 for two old OCS games with no extras.



CD32 Extras: 2/10

CD Audio	☐
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st / Dual	☐

Game Verdict

7/10

Score as a game on its own merits (Amiga OCS)

Both are fun playable games that were released straight on budget labels, both worthy of 7/10 and a buy at their respective prices.

Overall score as a CD32 game (with score of extras averaged in)

Had it been two full priced games it would seem fairly reasonable, but to bundle two old budget games and have to pay the privilege of more than they originally cost is asking too much for this release.

4.5/10



All Terrain Racing

Game Type: Isometric Racing

Developer: In-House / Jamie Woodhouse

Publisher: Team 17

R.R.P's: £25.99 (CD32) / £25.99 (OCS)

Release Dates: May 1995 (CD32) / Mar 1995 (OCS)

Media: 1 CD (CD32) / 2 Disks (OCS)

Packaging (CD32): Big Box + Jewel Case



CD32 Version



CD32 Version

Another of those cringe moments when you realise the CD32 version is just a shovelware port from the OCS one, bar some basic pad support there is virtually nothing to write home about. Whats worse, CD32 owners still had to wait 2 months longer to get their 'version' released on the console, why the extra wait guys?!



CD32 Extras: 2/10

CD Audio	☐
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☒
Intro / Cutscenes	☐
Released 1st / Dual	☐

Game Verdict

7/10

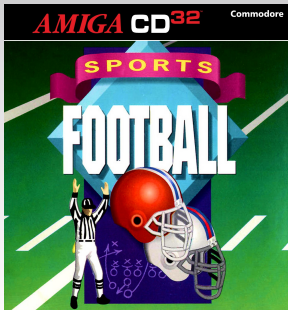
Score as a game on its own merits (Amiga OCS)

As a racing game its fun for short bursts, game takes alot of practice and memorising the courses to get the most out of the game.

Overall score as a CD32 game
(with score of extras averaged in)

CD32 owners deserved more for their machine even in 1995 when software support was drying up. Another OCS port with no extras does not warrant a full price tag simply because its on a shiny disc.

4.5/10



Amiga CD32 Sports Football

Game Type: Sports (American Football)

Developer: Plattsoft

Publisher: Commodore

R.R.P's: £29.99 (CD32)

Release Dates: Feb 1994 (CD32)

Media: 1 CD (CD32)

Packaging (CD32): Digipak Case



CD32 CDXL Sequence



CD32 In-Game

One of, if not the last product Commodore published before going bankrupt. The disc is full of CDXL video sequences giving that CD only 'feel' at the time of release, though be it the game was written for the CDTV system the video is only 1/4 screen size, and funnily enough the game doesn't even load on the poor old CDTV even though it was originally coded for it!



CD32 Extras:

CD Audio	☒
Extra Levels/Features	☐
AGA Enhancements	☐
CD32 Pad Usage	☐
Intro / Cutscenes	☒
Released 1st / Dual	☒

CD32 Exclusive

No combined score can be added as this game was only released on the CD32 system.

Overall score as a CD32 game (with score of extras averaged in)

Great to see Commodore trying to push the CD32 with an exclusive game, sadly the game itself is too outdated, has jerky scrolling, and is alot less fun than John Madden that came out two years previous on older hardware.

6/10

CD32 PREVIEWS

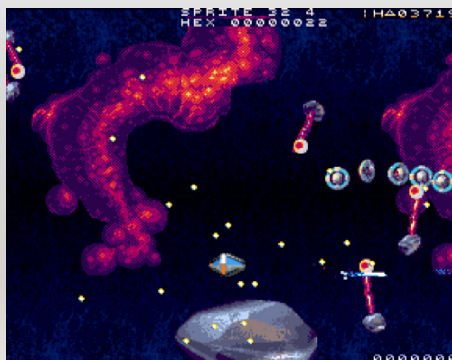
Welcome to a special mini preview of some of the upcoming CD32 games due for release in the next 6 months, next issue will contain more in-depth previews, but for now, here's some of the games to look out for;



Scourge Of The Underkind

Coder - Wayne Ashworth / Publisher - TBA
ETA- Late 2018

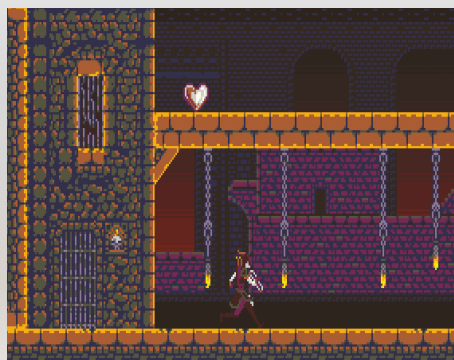
A 1-player overhead dungeon crawler game in the Chaos Engine / Gauntlet style. Will contain 4 worlds, each with their own satellite levels. Lots of characters and magic along the way, and a shop for one player to buy new weapons. This is one game shaping up to take your CD32 by storm!



Reshoot-R

Coder - Richard Löwenstein
Publisher - APC&TCP
ETA - End of 2018

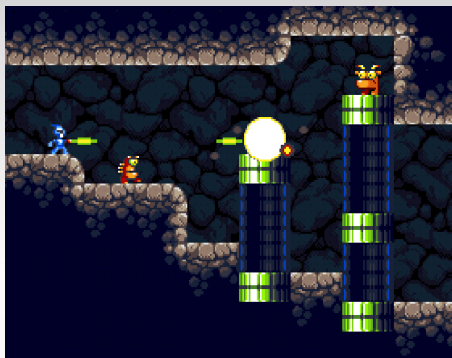
Horizontal shoot-em-up sequel to 2016's 'Reshoot'. Looks to be a much improved game judging from the latest video's and hopefully could be a modern classic.



Heroes Of Gorluth

Coder - Viddi / Publisher - AMIworx
ETA - Dec 2018

Described as an 'action RPG' game, the game itself will contain 5 worlds and over 15 levels within those worlds. Pre-orders are already open for this here - <https://shop.phenix-noir.de/>



Power Glove

Coder - Lazycow / Publisher - RGCD
ETA - Q4 2018

Powerglove is a run 'n' gun style game, and is shaping up to be a real blast. Options include playing with the original C64 graphics which are changable in the menu.



Alar City

Coder/Publisher - PixelGlass
ETA - Late 2018

Overhead shoot-em-up with plenty of options, weapons and missions to shake a stick at, one of the most anticipated releases this year, keep an eye on this one!



Tiger Claw

Coder - Lazycow / Publisher - RGCD
ETA - Q4 2018

The second of Lazycow's C64 conversions comes this Bruce Lee inspired 'relentless' fighting game, from what I've seen of the C64 version it looks like it could be great fun to play.



Zerosphere

Coder - Losso / Publisher - Poly-Play
ETA - 20/8/18

Originally a PD game (not a bad thing as it was brilliant!). This enhanced version will have more levels, items, and come in a standard or collectors edition boxset with poster, sticker and yo-yo!

CD32 READER ZONE

Those internet savvy people who saw the online survey on the Facebook page, may remember i was asking various random CD32 questions, and i would share the results with you in the first issue, so without futher ado, here are the results of the Eskimo Jury. (Results in red in brackets)

CD32 POLL RESULTS - ISSUE #1

Which console case revision does your CD32 have? (If you have more than one console then you can have multiple answers)

- (43.8%)** - Revision 1 - With inner bevelled Commodore logo
- (31.3%)** - Revision 2 - With inner bevelled Commodore logo and raised hinge fitting on CD drive?
- (24.9%)** - Revision 3 - With white silkscreened Commodore logo?

How many original games did you originally buy in the 90s, and either still own or have bought 2nd hand since?

- (34.3%)** - 0-9
- (14.5%)** - 10-19
- (36.7%)** - 20-49
- (8.6%)** - 50-79
- (0.8%)** - 80-99
- (5.1%)** - 100+

How often do you use your CD32 currently?

- (0.7%)** - Everyday
- (14.3%)** - Once a week
- (31.4%)** - 2-3 times a week
- (42.2%)** - Once a month
- (7.1%)** - 2-3 times a month
- (4.3%)** - I wipe the dust off and play a couple times a year!

When did you first buy/ receive a CD32?

- (23.6%)** - 1993
- (20.4%)** - 1994
- (4.8%)** - 1995
- (16.8%)** - 1996-1999
- (14.3%)** - 2000-2009
- (20.1%)** - 2010-2018

Would you support and buy new physical games for the CD32 if the game is good enough to warrant your money?

- (42.9%)** - Yes, i have already bought some recent physical CD32 games and want more!
- (28.6%)** - Yes definitely! - I'm waiting for some good games to be released!
- (27.9%)** - Yes - if the prices are reasonable and reflect the games quality and packaging.
- (0%)** - No, i don't think the quality so far is up-to par to spend money on any of the released games.
- (0.6%)** - No, i don't buy physical games, i would rather buy the digital file and burn the disc myself.
- (0%)** - No, i cant afford any new games, but i enjoy being part of the CD32 community.

READER FEEDBACK!

Finally, feedback is important for any magazine starting out, so please contact my email address or the Facebook page, stating what you feel can be improved, changed, or something you feel should be removed or added to, but please be constructive with your comments, something like, 'i think that looks bad' or 'its crap' doesn't help me improve something for a future issue, cheers guys and gals!

START ME UP!

Did you know there are hidden messages on some CD32 start-up sequence files used to boot the game that were left by the developers?

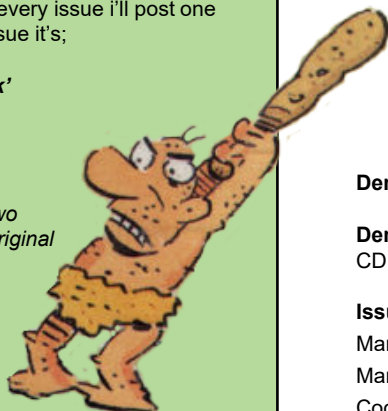
I've done some digging, and every issue i'll post one of the messages here, this issue it's;

'HUMANS 1 & 2 by Gametek'

```

"; HUMANS written by tosh....
; extra GFX by andy....
;
; this game took just over a two
; weeks to convert from the original
; 500 version...extra stuff is :-
; 160 levels
; cd music
; all languages included
; new password screen
; new slection screen
;
; the game to me is f*cking crap - and i'm doing
humans 2 now as well and guess what???
;
; its F*CKING CRAP TOO!!!!!"
  
```

Ooo touchy touchy! I guess this developer wasn't very good at platform puzzle games!?



NEXT ISSUE!

RESHOOT-R!

ZEROSPHERE CD32!

EXCLUSIVE INTERVIEW!

ISSUE 2 ON SALE

OCTOBER 2018

CD32 Scene

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Poly-Play
Viddi

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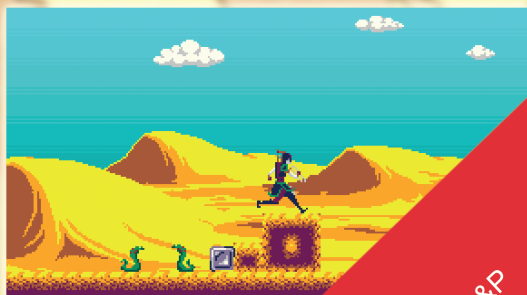
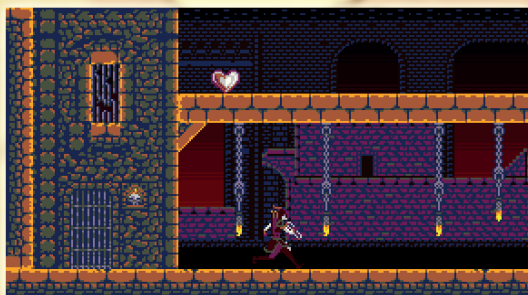


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